**What is <cmath>?**

* <cmath> is a library available in the C language. It allows for mathematical opperations beyond the basic operators ( Plus, minus, multiply, divide, modulo, etc).
* Included operators such as:
  + Trig functions
  + Logs (and natural log)
  + Exponent
  + Roots
  + And many more.

**Which funcitons were used in my programs?**

* The functions I used were to complete the assignment most easily and effectively.
  + Sine
  + Cosine
  + Tangent
  + Log ( AKA ln in the cmath library)
  + Log10 ( AKA normal log in the cmath library)
* Other things used
  + I defined pi as 3.1415. I had done this to go through some weird problems with the cos and sine functions. The trig functions weren’t taking fractions such as 2/3 and -3/4. So I used 0.66666666666 and -0.75. **ASK TA ABOUT FRACTIONS IN C**
  + cout <<
  + \n
  + Endl
  + \* (multiply)
  + / (divide)
  + I made each var into a ‘double’ to store more decimals